

HOW TO PLAY

NES-U5-USA

# ROLLERGAMES



**ULTRA**  
GAMES

EmuMovies



## ULTRA SOFTWARE CORPORATION LIMITED WARRANTY

Ultra Software Corporation warrants to the original purchaser of this Ultra software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ultra software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Ultra Software Corporation,  
900 Deerfield Parkway,  
Buffalo Grove, IL 60089-4510,  
(708) 215-5111

This game is licensed by  
Nintendo® for play on the



Nintendo® and Nintendo  
Entertainment System® are  
registered trademarks of  
Nintendo of America Inc.

## WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of RollerGames™ for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before embarking on your rescue mission.

### TABLE OF CONTENTS

INTRODUCTION/HOW TO PLAY .....	4
HOW TO BEGIN .....	6
YOUR TEAM OF FREE-WHEELING SKATE WIZARDS .....	7
USING YOUR CONTROLLER .....	8
A GUIDE TO YOUR TURF .....	9
STAGES YOU'RE BOUND TO ROLL INTO .....	10
SETBACKS ALONG THE WAY .....	12
THOSE LOOKING TO KNOCK THE SKATES OUT FROM UNDER YOU .....	15
TAKING CARE OF YOUR GAME .....	18





## ***GET READY TO BE ROCKED, RATTLED AND ROLLED!***

Short on funds for a worldwide terrorist blitz, the underground criminal organization V.I.P.E.R. (Vicious International Punks and Eternal Renegades) has infiltrated RollerGames—the most popular sport of the 21st century. With their greedy sights set on the games' mega prize money, they've corrupted three skating teams and abducted the games' beloved commissioner, Emerson "Skeeter" Bankhead. Now, somewhere beneath the city, he sits bound and gagged, at the mercy of these cowardly creeps.

The CIA and FBI lack the speed, cunning and sheer brute force for this job. So it's up to you and your own three teams of free-wheeling skate wizards to rescue the commissioner and stop V.I.P.E.R. from unleashing its venom on the entire city. This is one fight that cannot be fought like a gentleman. You're going to have to take it to the streets, the sewers, the junkyards—just about any place your eight wheels can go (and even a few places they can't).

But even your cat-like reflexes won't guarantee success as you choose and lead your teams through the six muscle-aching stages, all peppered with dastardly deathtraps. Open manholes, greasy oil slicks, combat helicopters and blood-thirsty dogs are just a few of the dangers that await you.

Of course, you'll also have to punch and bodyslam your way past chop-happy judo masters, skateboard thugs, motorcycle madmen and more.

And considering the odds of survival, now might be a good time to hang up your skates and bow out gracefully. But remember, the lives of thousands are hanging in the balance. And if you choose to accept this job and fall flat somewhere along the way, you can count on V.I.P.E.R. to roast your ball bearings for dinner!

## ***HOW TO PLAY***

Your object is to first defeat the three evil teams in RollerGames, and then rescue the race commissioner from V.I.P.E.R.

RollerGames is made up of six stages, and incorporates two different types of scrolling. Normal scrolling, used in stages one, three, five and six, allows you to move in eight different directions.

Auto-scrolling, which only allows you to move right, is found in stages two and four. Stages two and four have one area each. Stages one, three and five are each made up of two areas, and stage six is comprised of four separate areas.

Each stage is packed full of enemies and traps. In each of the normal scrolling stages there are several different scenes where you must defeat the enemies you encounter using sheer physical strength and brute force. And only if you overcome the big free-wheeling greaseball in the last fighting scene of each stage can you advance to the next stage. NOTE: In the auto-scroll stages you have to make your way safely through numerous ruins and attacks before advancing to the next stage.

At the beginning of each stage, you can choose from among the three good teams. There is one team that is best suited for each stage. Whichever team you choose, you will play the role of the star player. Each of the star players has unique characteristics and each has a Patented Punishment Technique to use in the fighting scenes. There is a limit, however, to the number of times you can use these techniques. So use them carefully! And remember, your fists are your only weapons in normal scrolling stages, so keep on dukin' for all you're worth! (If you want to save Skeeter, that is.)

You have three lives to start the game. As your score advances to 20,000 points, 50,000 points, and 80,000 points you will earn an extra life. Your score, along with the number of lives remaining, will be displayed at the end of each area, the end of each stage, and when you haphazardly lose a life to a hazard.

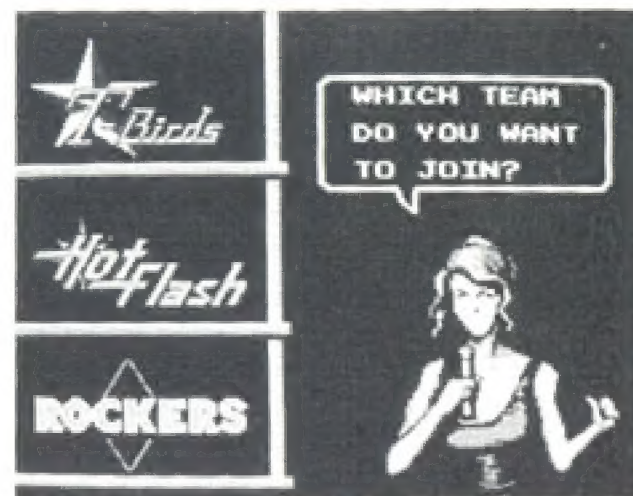
Your Life Gauge will decrease every time you get hit by an enemy attack or fall into a trap. You will be knocked out and lose a player when your Life Gauge reaches zero, when the time runs out (in normal-scrolling areas only), or when you fall into a crack, manhole or the water.

The game is over when your last player is knocked out of the game. However, if you want to keep on playing, you can choose to continue from the beginning of the area where the last game ended. (See page 6 for details.)



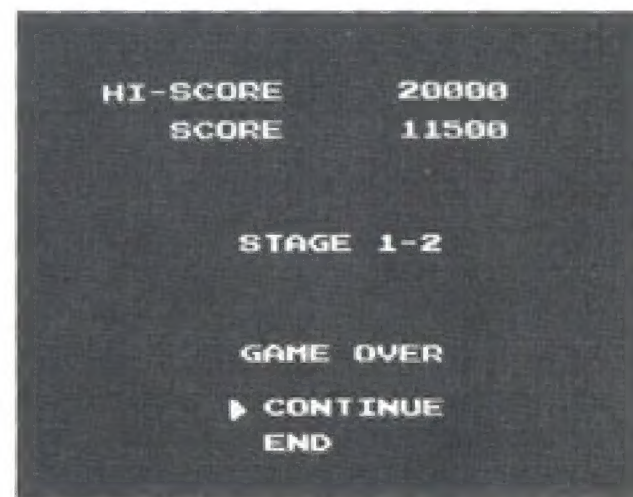
## HOW TO BEGIN

Press the Start Button during the Title Screen and the opening sequence will begin. When the Team Select Screen appears, use the Control Pad to select your racing team. Once you have chosen your team, press the Start Button to begin your rescue mission.



## GAME CONTINUE

You can choose to continue playing even after all your players have been knocked out of the game. When the Game Over Screen appears, use the Control Pad to select the Continue Mode. Then press the Start Button to enter your selection. The Team Select Screen will appear next. Once you have chosen your team, the game will start again from the beginning of the area where the previous game ended. If you don't want to continue playing, choose End and the Title Screen will appear again.



## YOUR TEAM OF SKATERS

Thunderbirds



Ice Box

His Patented Punishment Technique is a bone-crushing body attack.

Hot Flash



Rolling Thunder

Her "punisher" is a head-spinning revolving jump-kick.

Rockers



California Kid

The Kid's method of enforcement is a two-stage kick.



## HOW TO CONTROL YOUR MOTIONS

### Control Pad

Press to move your players.

### Select Button

This button is out of commission during your mission.

### Start Button

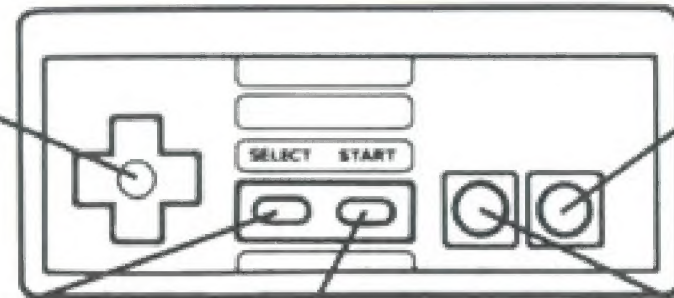
Press to begin the game and to pause in mid-action.

### A Button

Press to jump.

### B Button

Press to punch.



## FIGHT SCENES

Press the B Button to make an attack. The type of attack depends on the star player you're controlling.

Press the A and B Buttons simultaneously to knock your enemy senseless with a Patented Punishment Technique. Time this move carefully as you can only perform it three times in each area. (See page 7 for each player's Patented Punishment Technique.)

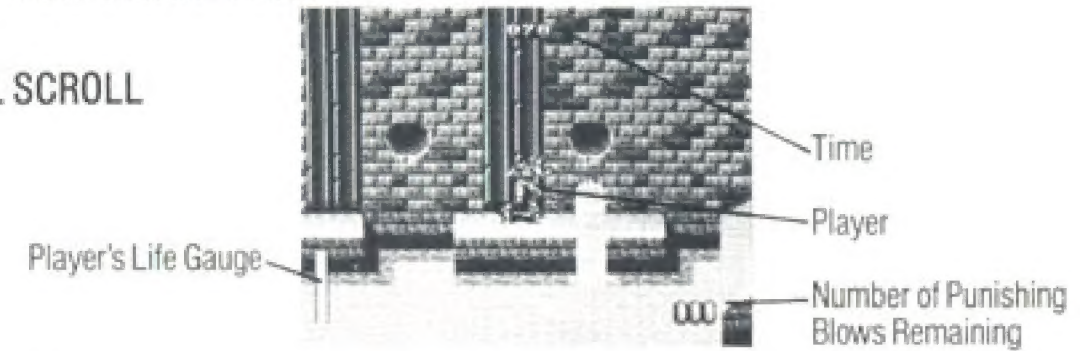
## AUTO-SCROLL AREAS

Press the Control Pad Left and the B Button at the same time to smash someone with your elbow.

NOTE: Your Life Gauge and number of Patented Punishment Techniques are restored to their original value at the end of each area and stage.

## A GUIDE TO YOUR TURF

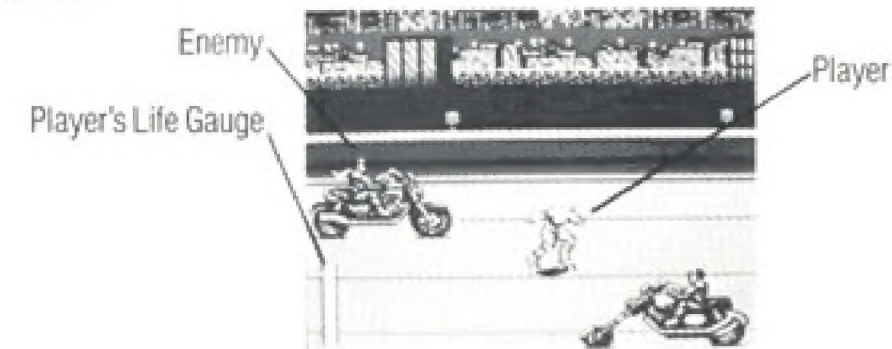
### NORMAL SCROLL



### FIGHT SCENE



### AUTO-SCROLL

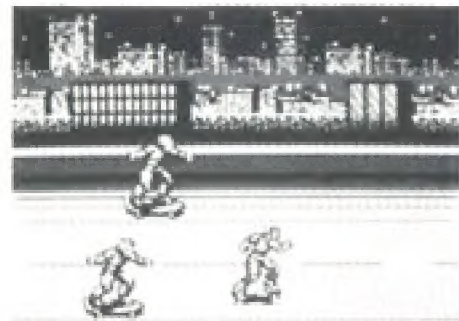


## STAGES YOU'RE BOUND TO ROLL INTO



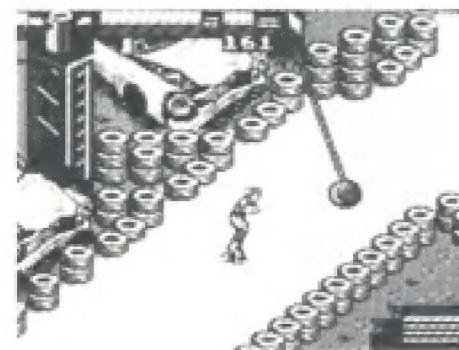
### DOWNTOWN

Your main enemies in this part are the members of the Bad Attitude crew. This stage is a Normal Scroll stage made up of two areas.



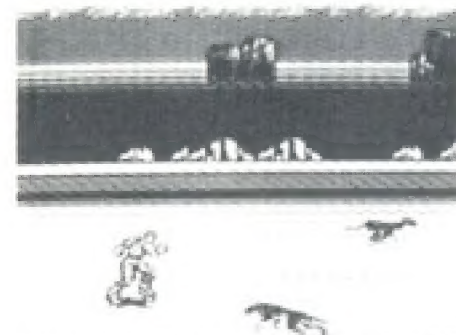
### THE NIGHT HIGHWAY

This is an auto-scroll stage.



### AUTOMOBILE PROCESSING PLANT

Be on the lookout for members of the Maniac's mob here. This is a normal scroll stage made up of two areas.



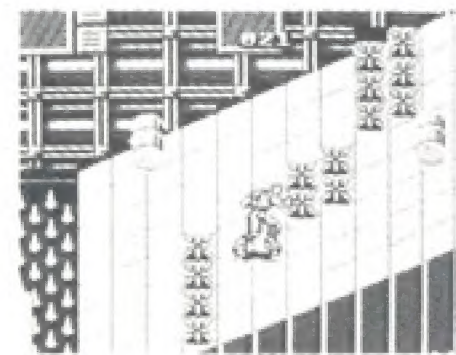
### THE REGIONAL FREEWAY

Another auto-scroll stage.



### THE JUNGLE RIVER

These are the stomping grounds of ruthless Violator vermin. This is a normal scroll stage made up of two areas.

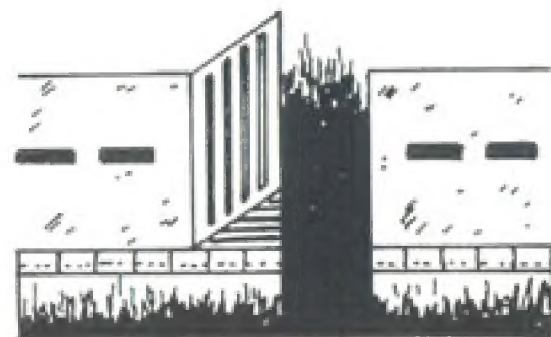


### THE V.I.P.E.R.'S PIT

A normal scroll stage made up of four areas.

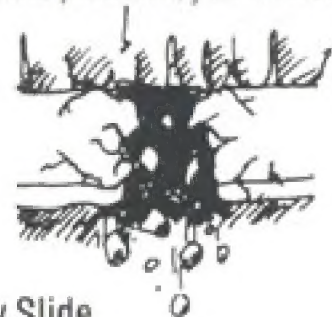


## A GUIDE TO NATURAL (AND UNNATURAL) DISASTERS



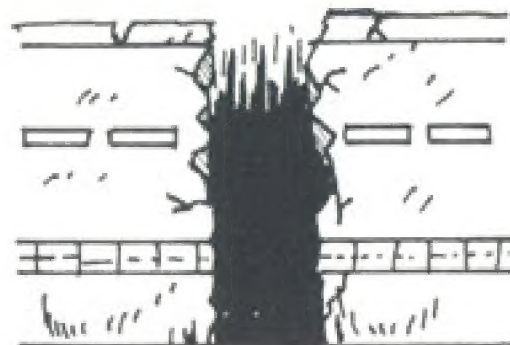
### Jump Platform

Timing is all important on the Jump Platform. Carefully press the A Button to increase the distance of your jump. If you fall into the crack behind the platform, you will lose a player.



### Slick Slide

Skate a little too close to a Slick Slide and the earth beneath your skates will crumble.



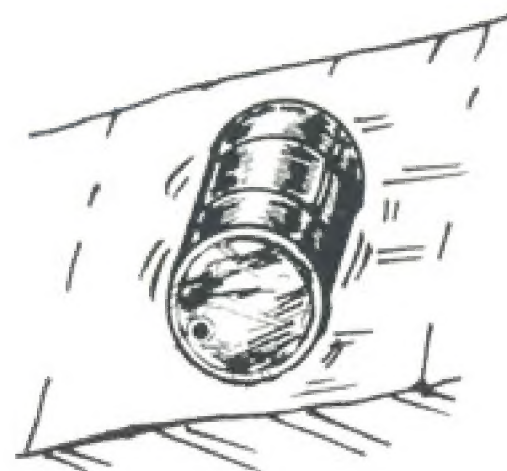
### Crack Pots

If you get too close to any of these you'll say good-bye to a player.



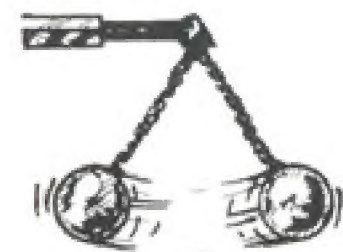
### Venomous Needle Points

Another player will bite the dust if you absentmindedly run into either of these.



### The Can-Can

It's broken bones for those hit by a rolling Can-Can.



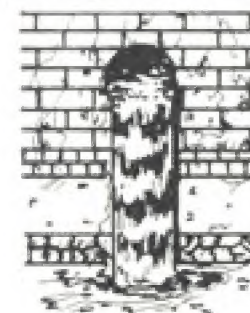
### Icky Bop Crane

The crane swings back and forth like a pendulum, just waiting to knock your skates off.



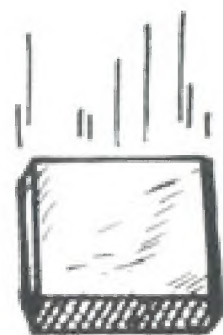
### Valdez Jr.

This slippery hazard spills out of toppled drum cans on the side of the road. You'll end up flat on your back if you don't steer clear of this.



### Radon Sludge Juice

This smelly seepage comes pouring out of certain pipes for a predetermined length of time. Avoid this at all costs...if you can!



### Drop Zone

If you don't cross this platform skillfully, it will fall out from under you. If that happens, kiss off another one of your players.



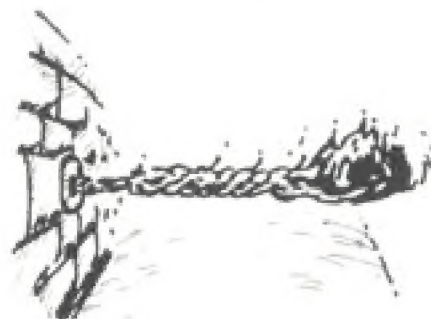
### Bum Rap Scallions

Run into any one of these and it's wipe-out city for you, bub.



### Log Jams

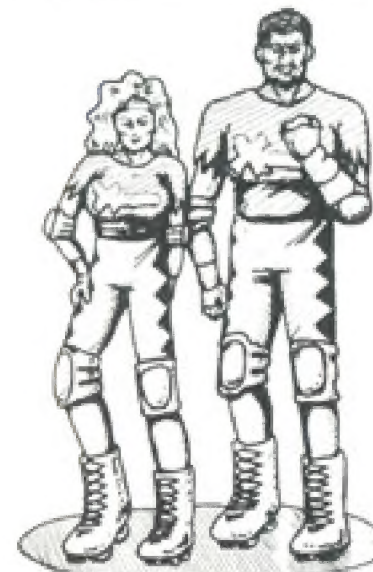
The logs roll back and forth over the ground. Run into one and say bye-bye, skater.



### Fire Islands

Flames come pouring out of certain areas for an unknown length of time. And we all know what happens when we play with fire.

## THOSE LOOKING TO KNOCK YOUR SKATES OUT FROM UNDER YOU

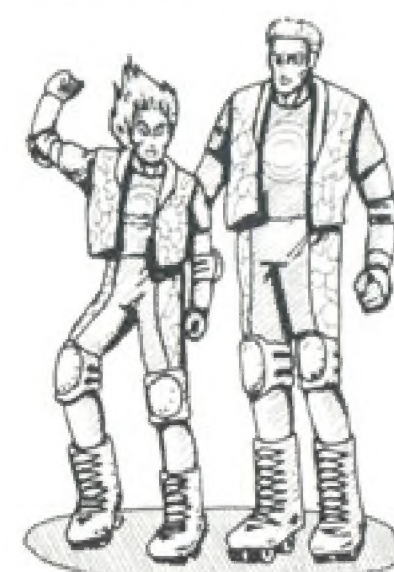


**BAD ATTITUDE**

*TEAM LEADERS*



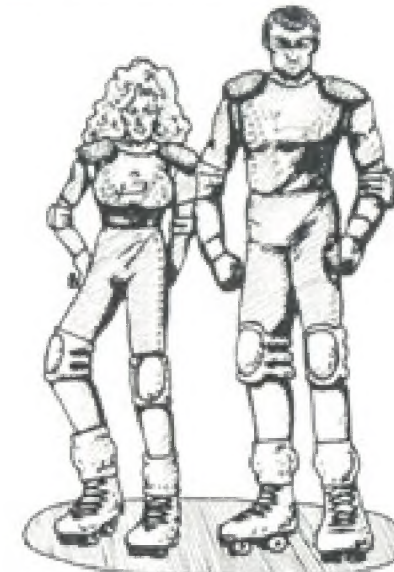
**LUCY FERBALL**



**MANIACS**



**GURU DREW**



**VIOLATORS**



**SKULL SCRAPER**



V.I.P.E.R. GROUPIES



CAPTAIN  
MEAT HOOK



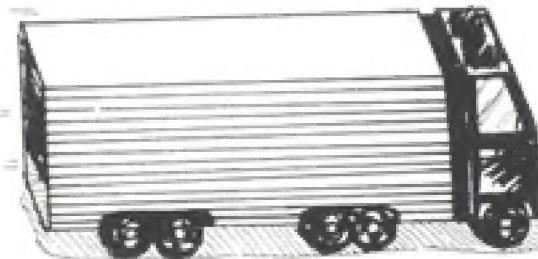
FISH FACE



COMBAT COPTER



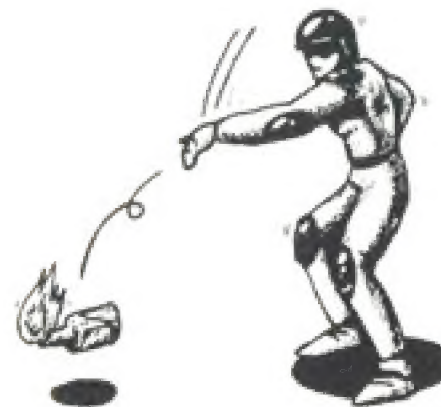
MOON DOGGIE



MUCK TRUCK



BIRD OF  
PARASITES



BILLY "BOMB" BARDER



ROLLER PUNK



THE MOTO-CRUSHER



**ULTRA**<sup>®</sup>  
GAMES



© 1990 World Alliance of Rollersports, Inc., —Sams/Miller Productions—  
Motown Productions.

RollerGames™ is a trademark of World Alliance of Rollersports.

Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation.

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America.

© 1990 Ultra Software Corporation.

All Rights Reserved.